

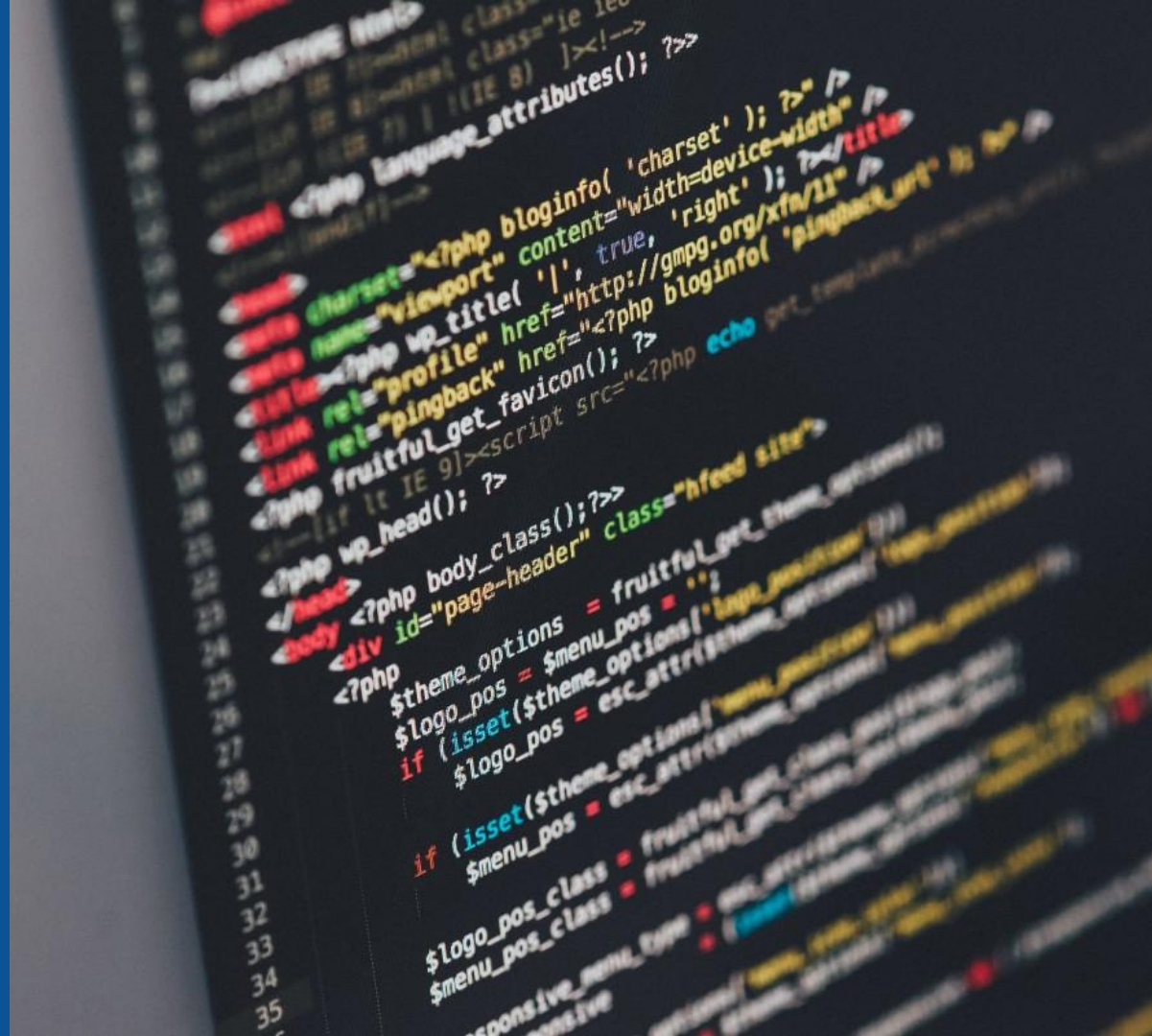
# Continuing Education for Developers

Brian MacDonald

SeaGL 2018

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# Why Continuing Education?



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# Why Continuing Education?

1. Required for work



# Why Continuing Education?

1. Required for work
2. Career development



# Why Continuing Education?

1. Required for work
2. Career development
3. Personal enrichment





# The Key: Engagement

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# The Key: Engagement

What do I want to DO?

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# The Key: Engagement

Environment

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# The Key: Engagement

## Content

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# The Key: Engagement

Engaging when you  
have no choice

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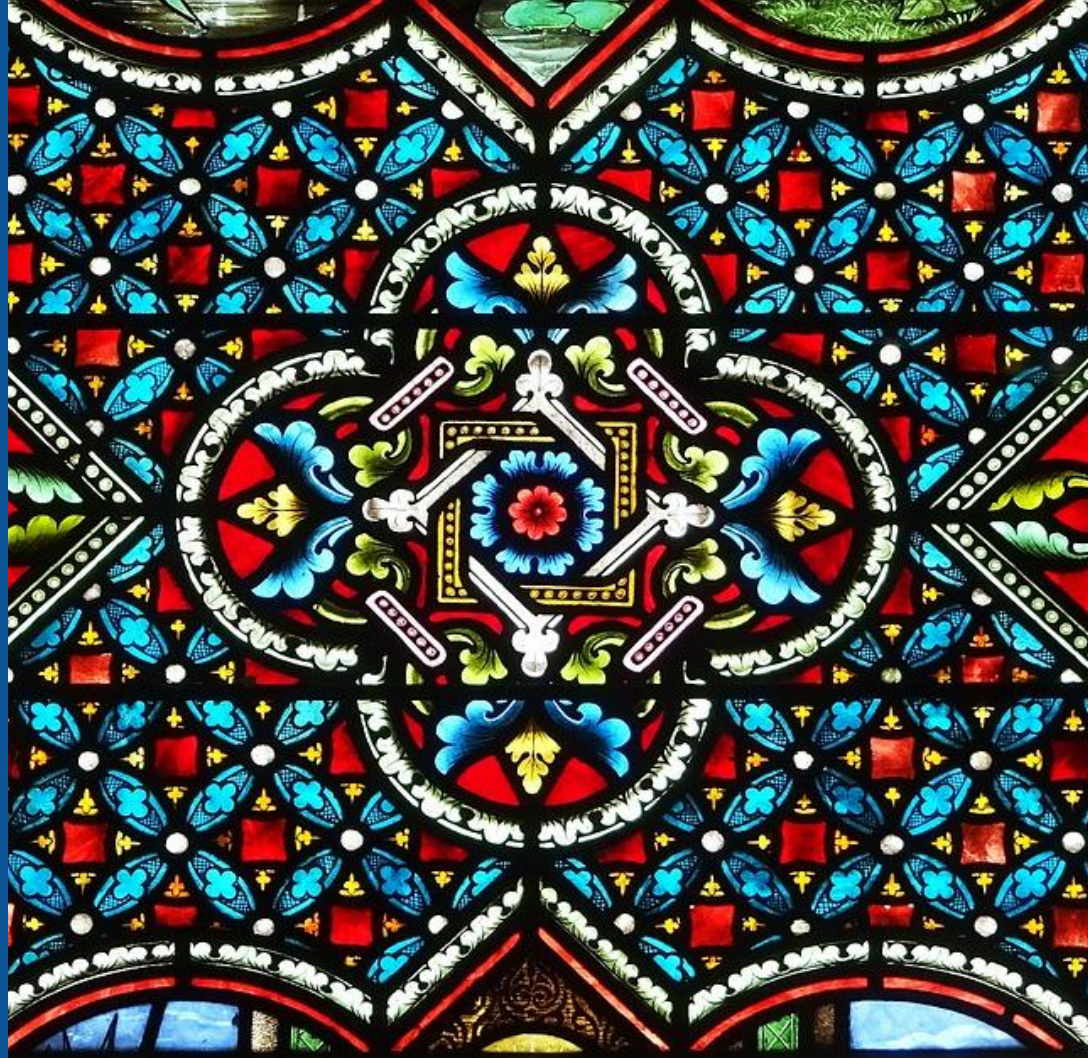




# Learning Styles

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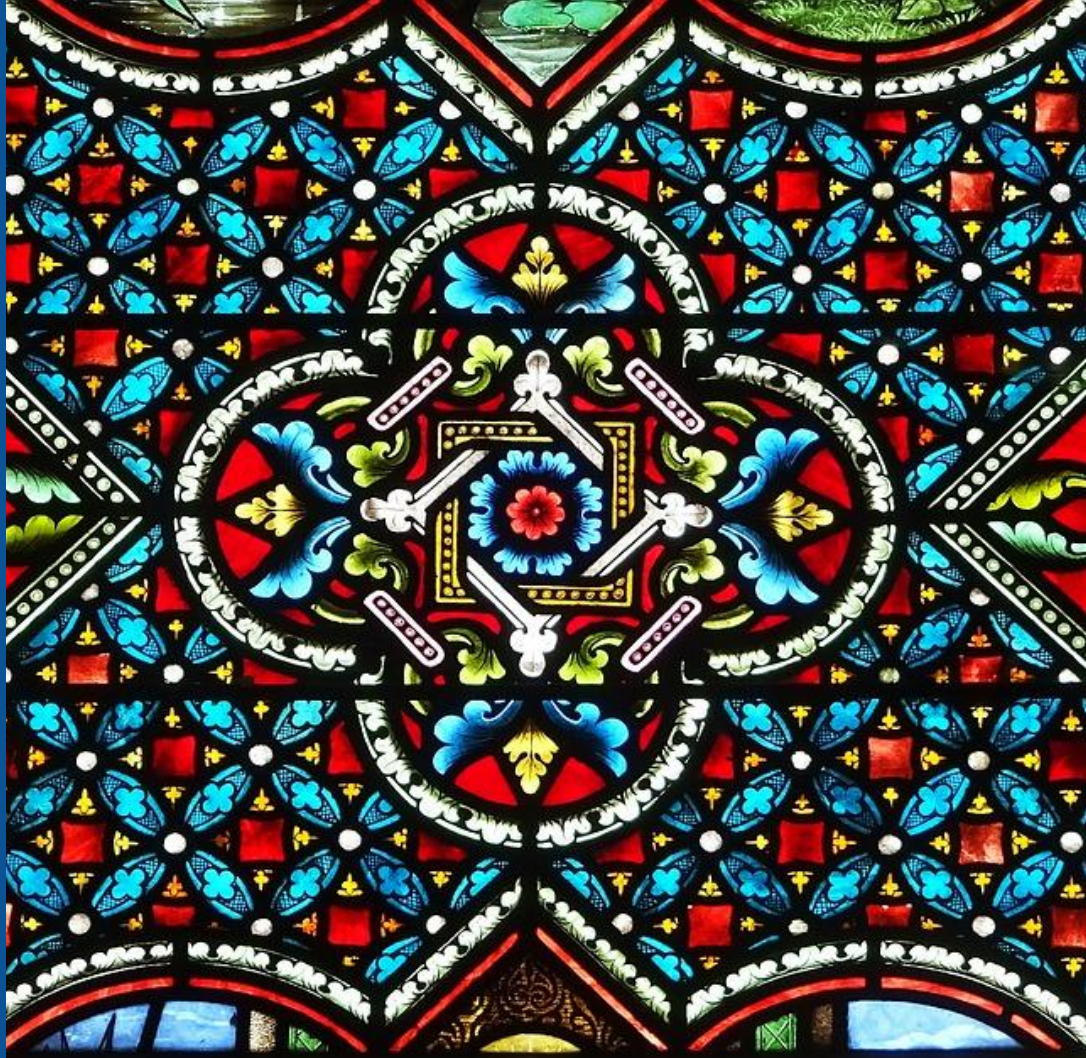
# Learning Styles

Visual

A  
R  
K

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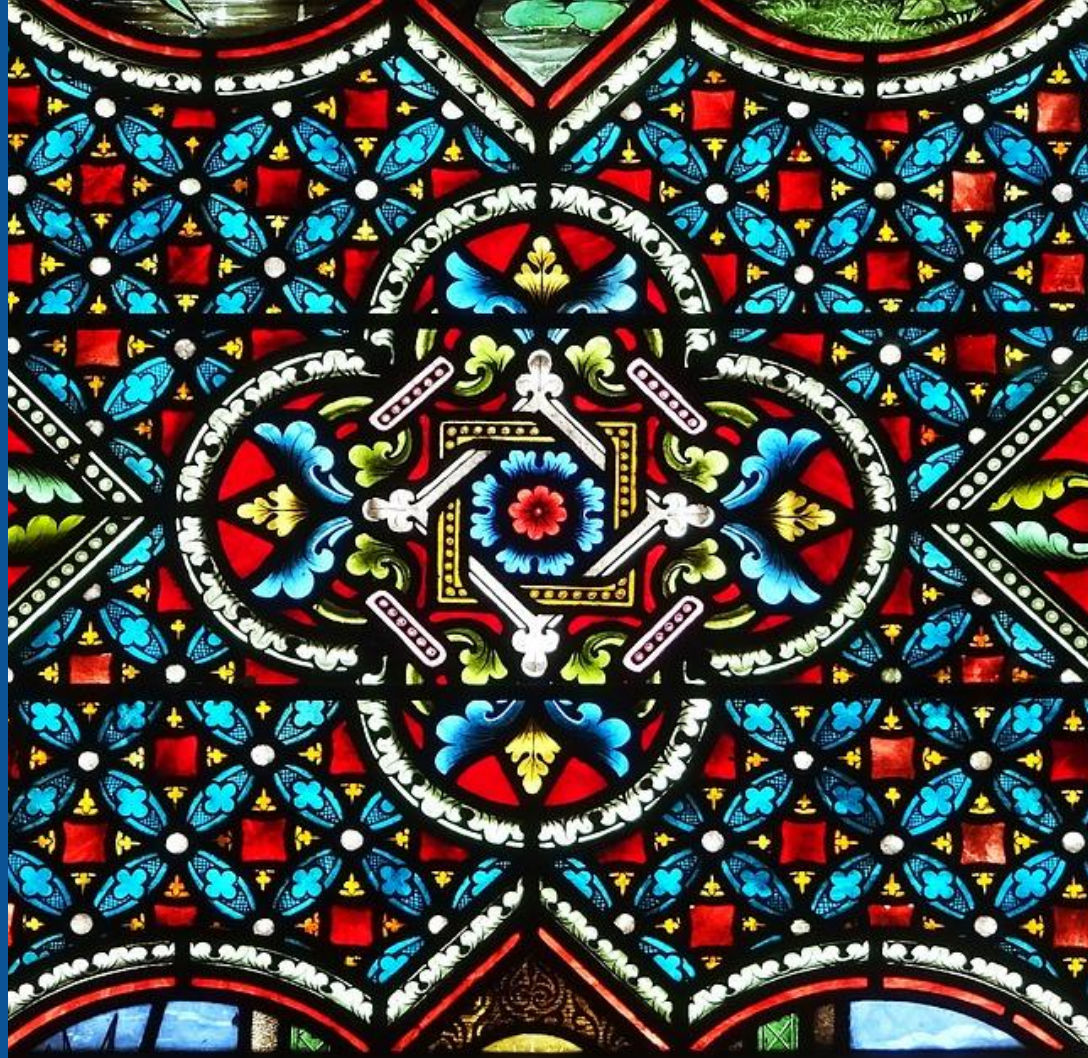


# Learning Styles

Visual  
Auditory  
R  
K

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# Learning Styles

Visual

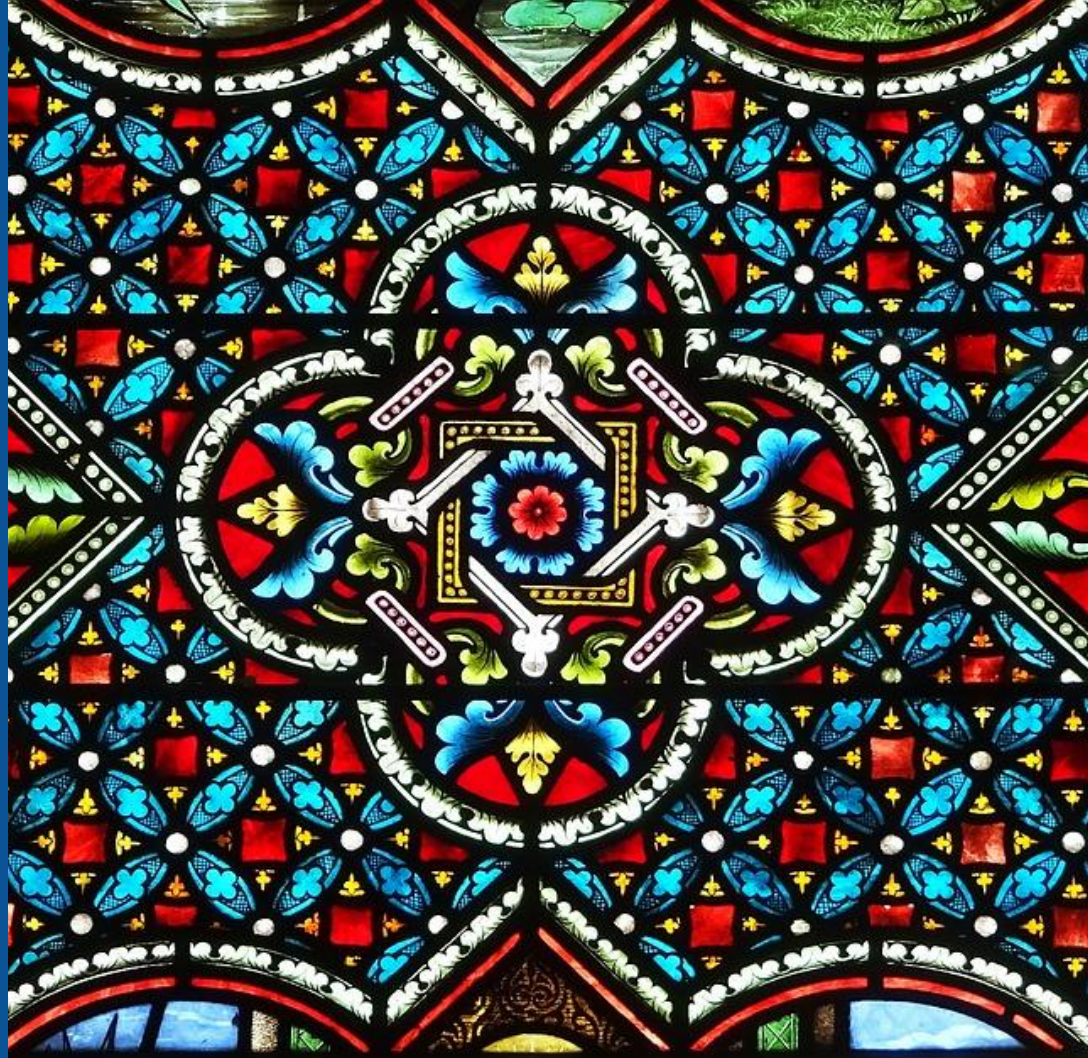
Aural

Reading/Writing

K

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# Learning Styles

Visual

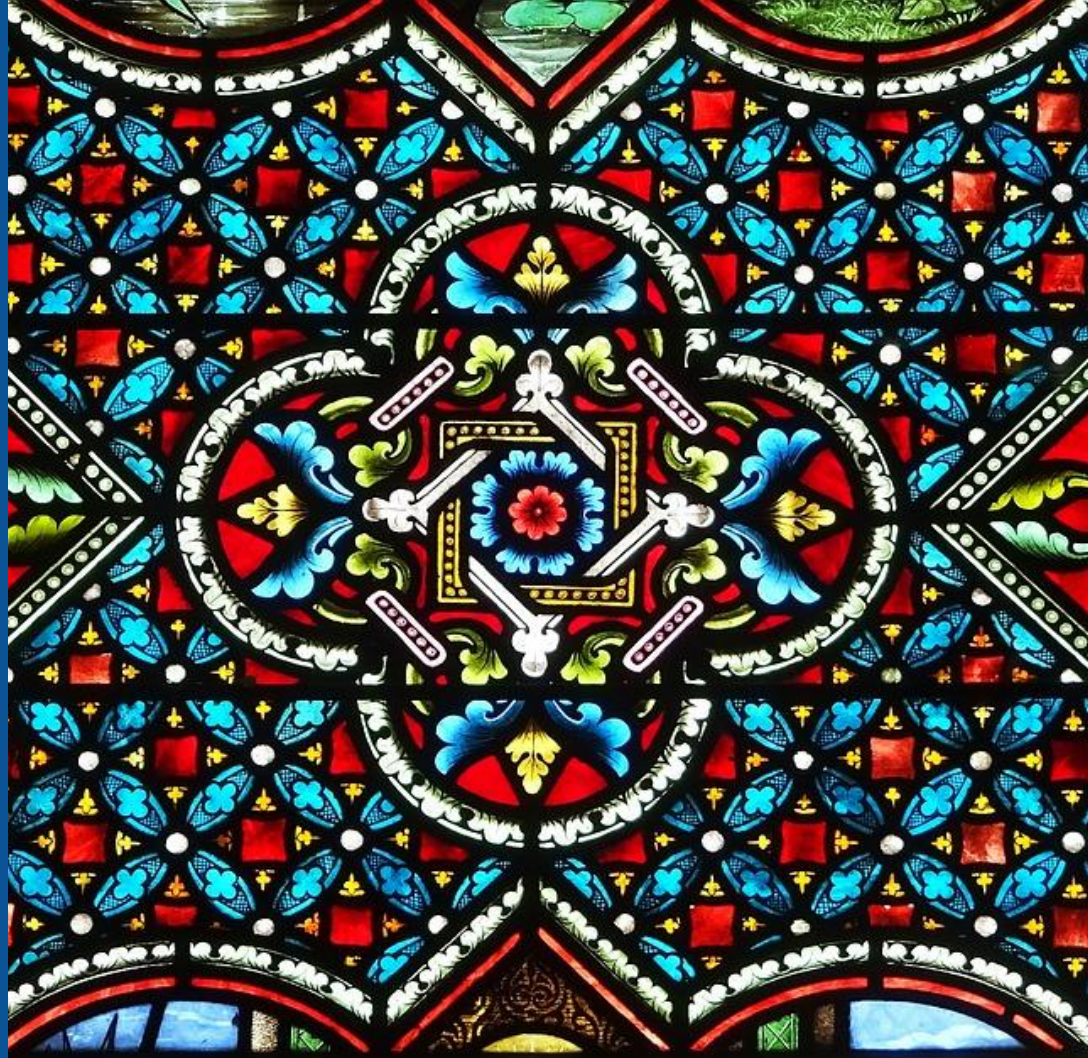
Aural

Reading/Writing

Kinesthetic

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# Learning Styles

Visual

Aural

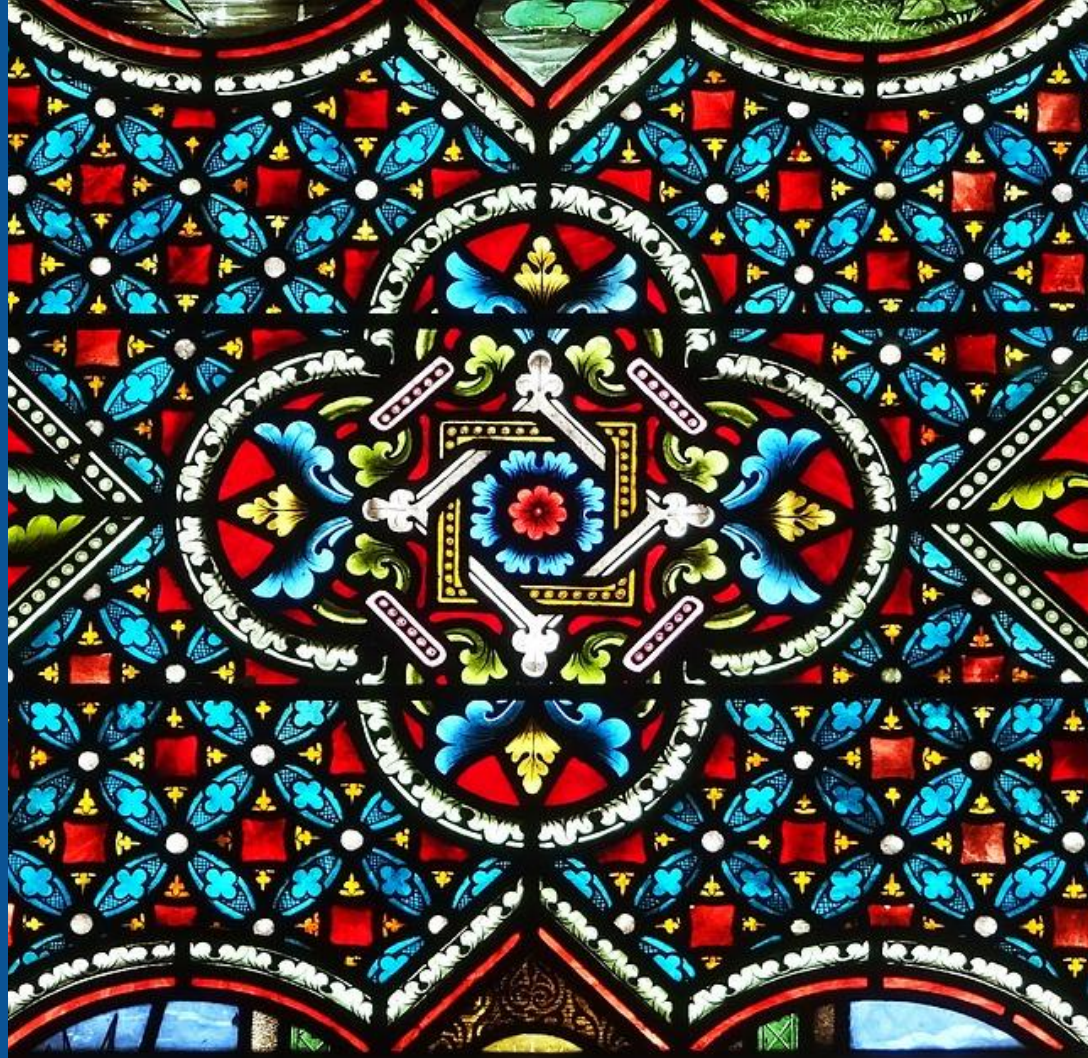
Reading/Writing

Kinesthetic

Amounts to personal  
preference

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# Let's talk formats

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# Books

Reading/Writing  
Kinesthetic  
Visual

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# Books

Sources:

Pragmatic

O'Reilly

Apress

Wrox

Wiley

Manning

No Starch

Addison-Wesley

Prentice Hall

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# Books

|              |     |
|--------------|-----|
| Cost         | Low |
| Availability |     |
| Pacing       |     |
| Feedback     |     |

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# Books

|              |      |
|--------------|------|
| Cost         | Low  |
| Availability | High |
| Pacing       |      |
| Feedback     |      |

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# Books

|              |      |
|--------------|------|
| Cost         | Low  |
| Availability | High |
| Pacing       | High |
| Feedback     |      |

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# Books

|              |              |
|--------------|--------------|
| Cost         | Low          |
| Availability | High         |
| Pacing       | High         |
| Feedback     | Low-Moderate |

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# Video

Audio

Visual

Kinesthetic

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# Video

Sources:

Pluralsight

Lynda

Khan Academy

Treehouse

Udemy

Frontend Masters

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# Video

|              |              |
|--------------|--------------|
| Cost         | Low-Moderate |
| Availability |              |
| Pacing       |              |
| Feedback     |              |





# Video

|              |               |
|--------------|---------------|
| Cost         | Low-Moderate  |
| Availability | Moderate-High |
| Pacing       |               |
| Feedback     |               |





# Video

|              |               |
|--------------|---------------|
| Cost         | Low-Moderate  |
| Availability | Moderate-High |
| Pacing       | Moderate      |
| Feedback     |               |





# Video

|              |               |
|--------------|---------------|
| Cost         | Low-Moderate  |
| Availability | Moderate-High |
| Pacing       | Moderate      |
| Feedback     | Low-Moderate  |





# Interactive

Kinesthetic

Audio

Reading/Writing

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# Interactive

Sources:

Codecademy

Code School

Treehouse

Udacity

Coderbyte

DataCamp

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# Interactive

|              |          |
|--------------|----------|
| Cost         | Low-High |
| Availability |          |
| Pacing       |          |
| Feedback     |          |

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# Interactive

|              |          |
|--------------|----------|
| Cost         | Low-High |
| Availability | Moderate |
| Pacing       |          |
| Feedback     |          |

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# Interactive

|              |          |
|--------------|----------|
| Cost         | Low-High |
| Availability | Moderate |
| Pacing       | Moderate |
| Feedback     |          |

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# Interactive

|              |               |
|--------------|---------------|
| Cost         | Low-High      |
| Availability | Moderate      |
| Pacing       | Moderate      |
| Feedback     | Moderate-High |

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# Training

Audio  
Kinesthetic  
Reading/Writing

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# Training

Sources:

Coursera

Boot camps

Consultants

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# Training

|              |      |
|--------------|------|
| Cost         | High |
| Availability |      |
| Pacing       |      |
| Feedback     |      |

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# Training

|              |              |
|--------------|--------------|
| Cost         | High         |
| Availability | Low-Moderate |
| Pacing       |              |
| Feedback     |              |

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# Interactive

|              |              |
|--------------|--------------|
| Cost         | High         |
| Availability | Low-Moderate |
| Pacing       | Low          |
| Feedback     |              |

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# Interactive

|              |              |
|--------------|--------------|
| Cost         | High         |
| Availability | Low-Moderate |
| Pacing       | Low          |
| Feedback     | High         |

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# Which to choose?



# Which to choose?

Resources a factor?  
Books / Video

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# Which to choose?

Resources a factor?

Books / Video

Have resources, but solo?

Interactive

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# Which to choose?

Resources a factor?

Books / Video

Have resources, but solo?

Interactive

Have resources and a group?

Training

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# Which to choose?

None of this is foolproof

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# When to cut your losses



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# Working in groups

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# Tech that's not languages

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*Forge Your Future  
with Open Source*  
By VM Brasseur

Use code: SeaGL\_2018

**Available at**  
**[www.pragprog.com](http://www.pragprog.com)**

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[@bmac\\_editor](https://twitter.com/bmac_editor)

